

## **Official Rules And Information**

- 100 Series - GENERAL RULES
- 200 Series - FAIR TRADE PROCESS
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- 400 Series - STARTING LINEUPS
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- 700 Series - CONTRACTS

### **Rule # Rule Description**

- 100 The mission of this league is to have fun while creating sportsmanship and broadening our NFL knowledge.
- 105 The name of this league is the: ODYSSEY FOOTBALL LEAGUE
- 110 The Commissioner of the Odyssey Football League is: Sam S. Hawk
- 111 The Assistant Commissioner of the Odyssey Football League is: Joe Hawk
- 115 The Commissioner's email address is: sammyspools@yahoo.com
- 120 The official league website for packet info is: www.sammyspools.net
- 121 The official league website for day to day operations is: www.fanball.com
- 125 The league shall consist of 16 teams divided into 2 conferences with 2 divisions of 4 teams in each conference.
- 130 Each franchise must pay the league entry fee of \$75.00
- 140 A franchise cannot discuss a trade with another owner until the entire league fee is paid.
- 145 A franchise cannot draft any players on draft day until the entire league fee is paid.
- 150 All franchises must have access to email as the Commissioner will not be mailing updates.
- 155 Starting lineups consist of nine players as described here: 1-Quarterback, 2-Runningbacks, 3-Receiving Core (WR's & TE's), 1-Place Kicker, 1-Defense/Special Teams and 1-Flex (any position)
- 160 Each franchise must possess the contracts of at least 14 players, while maintaining as a minimum the starting lineup as described in rule 155
- 165 Each franchise may draft up to 20 players on draft day. Each franchise must however cut their roster down to the league maximum of 17 players by week one. From that point until the end of the season each franchise will be allowed to carry a maximum of 17 players on their roster.
- 170 Each franchise will be given an allotment of 21 million dollars on draft day to be used as "team funds," until the end of the current season.
- 175 Each franchise had the option to carry over a maximum of 4.0 million dollars from last season.
- 176 Each franchise has the option to carry over a maximum of 3.0 million dollars into next season.
- 180 A funds worksheet is included with this draft packet detailing what every franchise will start with on draft day.
- 185 Official statistics and scoring will be determined by, [Fanball.com](http://Fanball.com).
- 190 Ties shall stand during regular season games only.

- 191 To determine playoff seedings we will utilize the OFL Tiebreaking Procedures, (included in this packet.)
- 193 All 16 franchises will play during the postseason, either the Odyssey Bowl or the Toilet Bowl brackets. Rosters will be submitted throughout the entire regular season of the NFL season for all 16 franchises.
- 195 Playoff Schedule is as outlined on the OFL POSTSEASON SCHEDULE, (included in this packet.)
- 196 There are no longer any bye-weeks in our playoff system.
- 197 All wins in the Odyssey Bowl playoffs will be rewarded with 30 bonus points. All wins in the Toilet Bowl playoffs will be rewarded with 15 bonus points. Once you lose during the playoffs you will be considered part of the "losers" bracket and are no longer able to earn playoff bonus points.
- 198 The Champion of both postseason brackets (Odyssey Bowl & Toilet Bowl) will split all trade fees for the season after the Commissioner has balanced the budget.
- 200 All trades are open to a 24 hour dispute period. Within this 24 hour period any owner can contact the commissioner and ask the league to review the trade.
- 205 The entire league will be directed by the commissioner to vote for or against the fairness of the trade.
- 210 The entire league will have up to 48 hours to vote on the trade in question.
- 215 The owners involved will be not able to vote for the trade, nor be allowed a defensive period to argue their case.
- 220 If the trade receives eight "against or unfair" votes, the trade will be voided and not allowed. If the trade has any less than eight against votes the trade will stand. It must carry a majority to over-ride it.
- 225 When a trade in question involves the commissioner, franchise owners can initiate vote procedures with the Assistant Commissioner, Joe Hawk
- 300 All trades carry a trade fee of \$3.00 per franchise involved. These trade fees must be paid by season's end. There will no longer be a penalty for not paying your trade fees within 10 calendar days.
- 305 All trades must be Ok'd by the Commissioner on the Fanball.com website before the trade will become official.
- 310 All trades must be processed on the Fanball.com website before the trade will become official.
- 315 When a franchise owner emails his confirmation to a trade, he is locked into the details of the trade and cannot be offered other trades involving any part of the trade in question.
- 320 A franchise may use newly acquired players as soon as the trade is official.
- 325 There will be no trades after Week 12.
- 330 Trading any player to another franchise for, "Future Considerations," or "A player to be named later," will not be permitted.
- 332 A player traded to one team cannot be traded back to that team for the duration of the season.
- 333 Any free agent picked up will be charged the pro-rated salary regardless if a team has already paid the player for that period. (Example: Jeff George has a salary of 1.0 million and Team Millenium drafted him and then dropped him in week 5. Meaning Team Millenium has paid him 0.5 million up to that point in the season. If in week 7 Team Millenium decides to pick him up again Sammy will pay him .750 for the rest of the season and end up paying him 1.250 for the season should he keep George until the end of the season.)
- 400 A week officially starts at Noon E.S.T on each Tuesday.
- 405 Week one officially starts on Thursday, September 6th @ 12:01 p.m. E.S.T. the day of the first game.

- 410 A week officially ends with the first kickoff of the week.
- 415 Starting lineups can be turned in up to five minutes before the given player starts his weekly game.
- 430 If a franchise does not turn in a starting lineup by the weekly deadline. That franchise will start the last updated roster it changed, regardless of players on bye week. NO EXCEPTIONS.
- 435 Any player that plays multiple positions may only be started in the position that the player is designated as in the current season draft packet.
- 440 One IR spot will be allowed per franchise. Details on the Fanball website.
- 500 Free agents placed on waivers or claimed off waivers will be paid a pro-rated salary depending on which week the transaction took place. (See the Free Agent Drop/Add Schedule for details.)
- 502 All free agent transactions must be processed on the fanball.com website before it will be considered official.
- 505 The league website will be closed for free agent adds and drops from Sunday @ 11:55 a.m. cst until Tuesday @ Noon EST
- 506 When the league website is closed to free agent movement. A franchise may not add free agents.
- 507 We will use a waiver wire process to place claims on free agents during the weekly lockout period.
- 508 Dropped players will automatically go on waivers for 39 hours after the player is officially dropped.
- 509 The waiver rankings will be determined by season points scored from worst to first. Previous waiver claim winner will automatically go to the bottom of the rankings for that week.
- 510 When sending a free agent transaction via email you must include the following information: 1.) Player Name  
2.) Position, 3.) NFL Team, 4.) The salary you will pay for or receive back from that player.  
If the above information is not included within your email, the free agent transaction will be considered void.  
(I won't accept emails like, "Smith RB Cardinals," I must have the player's full name.)
- 511 When dropping or adding a player via the website, the franchise owner must include the information contained in rule 510. This information must be sent to the the entire league via email.
- 600 The league's draft will start at 9:00 a.m. on Sunday, August 31st, 2008.
- 605 The draft location will be: TBD
- 610 Doors open at 8:30 a.m. on the day of the draft. No outside food or drink will be allowed at this year's draft.
- 615 Round one of the draft will be selected at random with each team owning one ball in the hopper. This year we will have a pre-draft "Lottery Selection" meeting on Saturday, August 23rd to determine the round one order.
- 617 The first three picks of round one will be weighted. The last place team will receive 16 balls in the hopper, etc. After the first three picks draft picks 4-16 will be weighted one pick per team not yet selected.
- 620 Starting with the 2009 draft we will impose a new rule pertaining to round one's draft order. Starting next season picks 4-16 will be based on the remaining team's hopper chances meaning the worst team from one season is guaranteed no worse than the fourth pick of the first round. Round two will now start the serpentine draft order like round three did in previous years.
- 625 Each franchise will be limited to one minute to select a player once the selected franchise is placed, "On the Clock"
- 630 Each franchise will be given (5) one minute extensions to be used when a franchise cannot select a player during the allotted one minute.

- 631 If a franchise runs out of time and has no extensions left, that spot will be dropped one spot in the draft order.
- 635 If possible a secretary will document the draft, but the ultimate judgement will come from the Commissioner if there are any conflicts or questions.
- 640 The draft will be open to trades, but remember all trade rules apply.
- 645 Each franchise must leave the draft with the minimum of 14 players including the starting lineup requirements as described in rule 155
- 700 Any player without a multi-year contract will be issued a one year contract.
- 705 All contracts for future seasons must be selected by the end of week 14.
- 710 All franchises will be allowed to issue a total of 3 contracts for multiple years.
- 715 No franchise can possess more than 3 contracts of multiple years.
- 720 Each franchise may possess the following contracts at any given time: (2) two year contracts, (1) two, three or four year contract.
- 730 When contracting a player for the season starting next season, the franchise must pay that player whatever his salary would be next season.
- 735 When contracting a player for the season you are currently in, as season one of that contract. You will agree to pay that player the salary from that season for all years of the contract.
- 740 If a franchise owner wishes to cut a player who possesses a multi-year contract. He will be forced to pay at least one-half of the player's contract. The franchise that cut the player will not be allowed to pick up that player for a term of 7 days. The player will then be treated as a free agent and may be picked up by any of the other 15 franchises. When that player is picked up by either a new franchise or the original franchise after the 7 day waiting period, the player's contracted amount is the amount stated in that year's draft packet and will only be considered contracted until the end of that year.
- 745 All multi-year contracts will guarantee a player at least one million dollars in salary. If a player's salary is currently less than one million. That player's salary will be moved up to one million in the future years of the contract to satisfy league requirements.